What is Claim is:

1. An Internet simulation learning method applied to an Internet simulation learning system comprising a learner client to which at least one computer-controllable simulation apparatus is electrically connected and at which a learning agent is installed, and a learning server connected with the learner client through Internet, the method comprising the steps of:

operating the learning agent;

downloading a learning information and a character information corresponding to the simulation apparatus from the learning server;

registering the respective simulation apparatuses as specific characters based on the character information downloaded;

responding to a content provided from the learning agent based on the learning information at the learner;

determining the response of the learner; and

operating the simulation apparatus to perform a corresponding action depending on the determining result.

2. The Internet simulation learning method as claimed in claim 1, wherein the corresponding action comprises a gesture depending on a decided content, a voice output and a facial expression acting.

3. The Internet simulation learning method as claimed in claim 1, wherein the learner provides the response for the content provided from the learning agent through voice or touch screen.

4. The Internet simulation learning method as claimed in claim 1, wherein the response of the learner is provided by an assistant through an auxiliary input device.

5. The Internet simulation learning method as claimed in claim 1, wherein the learning agent determines the response of the learner based on information inputted from an assistant of the learner.

6. The Internet simulation learning method as claimed in claim 1, wherein the simulation apparatus comprises a simulation doll.

7. The Internet simulation learning method as claimed in claim 1, wherein the learning agent is installed in advance at the learner client or is installed by real-time downloading the same while accessing to the learning server.

8. The Internet simulation learning method as claimed in claim 1, wherein the simulation apparatus is provided with a microcomputer and a memory storing an operation information to which a control code is added.

9. The Internet simulation learning method as claimed in claim 1, further comprising the steps of:

providing any one of the simulation apparatuses with a learning content from the learning agent;

allowing one of the simulation apparatuses to responding according to a decided content regardless of the provided learning content; and performing actions corresponding to the decided content at the remainder of the simulation apparatuses.

10. A simulation learning method applied to a learner client to which at least one computer-controllable simulation apparatus is electrically connected, the method comprising the steps of:

providing a storage medium storing a character information applied to a learning agent, a learning information and the simulation apparatus;

operating the learning agent from the storage medium;

registering the respective simulation apparatuses as specific characters based on the character information;

responding to a content provided from the learning agent based on the learning information at the learner;

determining the response of the learner; and

operating the simulation apparatus to perform a corresponding action depending on the determining result.

11. A monitor top type simulation learning system based on Internet, the system comprising a monitor top type learner client to which at least one computer-controllable simulation apparatus is electrically connected and at which a learning agent is installed, and a learning server connected with the learner client through Internet,

the monitor top type learner client comprising a computer system connected with the Internet, a distribution unit having a hub function and a switching function, and to which a supporting unit for supporting the simulation apparatus is fixed, and a display unit fixed to the distribution device, for displaying information,

the learning client comprising a simulation apparatus registering module for registering a selected character in the simulation apparatus corresponding to the selected character, a simulation apparatus driving module allowing the registered simulation apparatus to perform a prescribed action, a response comparing module for determining whether or not the response of the learner is included within a correct answer range, a correspondence module for deciding an action to be performed according to determining result of the response comparing module, a display module for displaying learning information and related information on the display unit, and a communication module for communicating data with the learning server in a prescribed format.

12. The Internet simulation learning method as claimed in claim 11, wherein

13. The Internet simulation learning method as claimed in claim 11, wherein the simulation apparatus comprises:

a housing a receiving space formed therein and an entrance formed at the front thereof;

a slide board recessed into or protruded from the housing; and

a rotatable supporting stage rotatably installed on the slide board, for supporting a simulation doll.

13. The Internet simulation learning method as claimed in claim 11, wherein the simulation apparatus comprises:

a housing a receiving space formed therein and an entrance formed at the front thereof;

a rotatable supporting stage rotatably installed on the slide board, for supporting a simulation doll; and

a door for opening and closing the entrance.

14. The Internet simulation learning method as claimed in claim 12 or 13, wherein the simulation doll has a head portion comprising a head case and a display part installed at the front of the head case, for showing various face expression.

15. The Internet simulation learning method as claimed in claim 12 or 13, wherein the simulation doll has a head portion and a body portion both of which front and rear are made in different shapes from each other and being independently rotated.

16. The Internet simulation learning method as claimed in claim 12 or 13, wherein the simulation doll has an artificial intelligence recognition function comprising a time alarm function, a remote control function, a LAN function, a voice recognition function and an approach sensing function.

17. The Internet simulation learning method as claimed in claim 12, wherein the simulation apparatus operates in combination with the simulation doll displayed on the display unit.